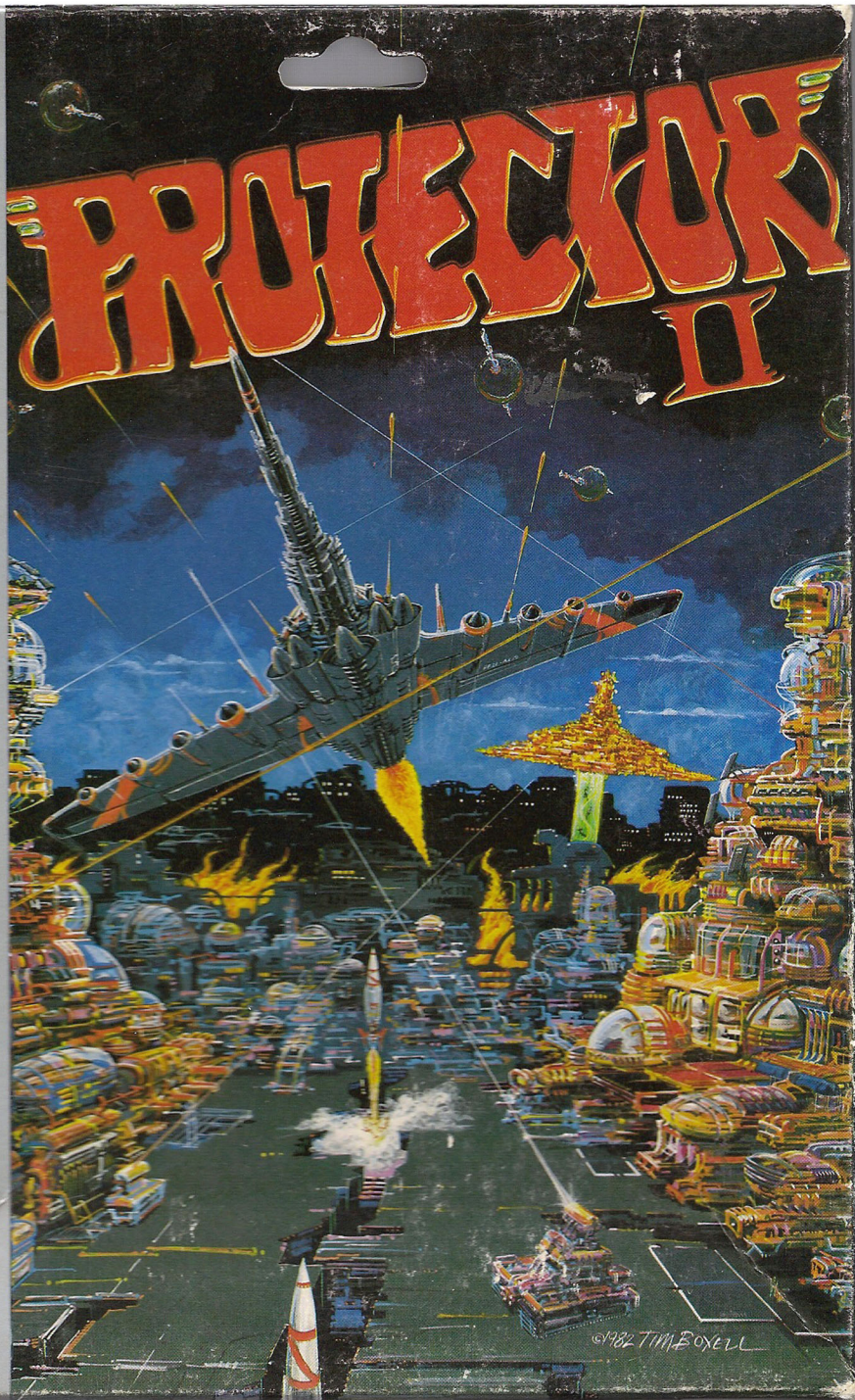


SYNAPSE SOFTWARE



PROTECTOR II

by Mike Potter

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LOADING PROTECTOR II

FOR CASSETTE:

Make sure you have at least 32K of memory, and have removed the BASIC cartridge from the left hand slot.

Insert the game cassette with SIDE A facing up. (This is the side with the label on it). Press the play button down on the cassette recorder. Press the [START] key on your computer as you turn on the power switch. After you hear the "beep" press [RETURN].

PROTECTOR II will take approximately 4-5 minutes to load.

If you should have any difficulty loading the program from SIDE A, simply flip over the cassette, making sure to rewind it and load the program from SIDE B.

FOR DISKS:

Make sure that you have at least 32K of memory and that the BASIC cartridge has been removed. Insert the PROTECTOR II disk and simply boot it up.

FOR CARTRIDGES:

Make sure you have 16K of memory. Plug the cartridge into the left hand slot, close the cover and turn on the computer.

STARTING THE GAME

To start playing press [START] at any time after the music begins.

OBJECT OF THE GAME:

The object of the game is to first transport all 18 people from the city under attack by the Fraxullan Slimehordes, to the City of New Hope on the other side of the volcano, and from there to the safety of the Verdann Fortress.

In order to transport people from one city to another, you must "hook" each person, one at a time, by passing immediately above the person that you wish to lift. You will know when they are hooked as they will stop waving their arms.

After hooking them you must ascend and the person will cling to the bottom of your Needlefighter.

In order to "drop" a person you merely fly over the area that you wish to deposit the person (making sure that they touch the disembarking area) and he/she will pop off. Firing your laser cannon WILL NOT cause your passengers to drop off.

All of the people must first be brought to the City of New Hope before the barrier to the Verdann Fortress will be opened. It is possible (in some of the easier levels) to catch people as the mother ship drops people into the volcano. This maneuver requires great skill and timing, and should only be attempted after you gain the necessary needlefighter experience. Also, the unpredictability of the volcanic eruptions makes this a very risky procedure.

After all of the surviving inhabitants have been transported from one city to the other, the volcano will erupt, starting a lava flow that inevitably destroys the City of New Hope.

XYTONIC PULSE-TRACKERS:

These fiendish trackers pursue you across the skies. They are persistent and will destroy your passengers (and/or the Needlefighter) should they make contact with them.

CHOMPERS:

Chompers are an indigenous life form. They are powerful and unpredictable. In fact they eat Needlefighters for breakfast. Be wary of these repugnant creatures.

THE FRAXULLAN MOTHER SHIP:

Shielded in Baltheric anti-matter, the mother ship cannot be destroyed. It can however be paralyzed briefly by laser cannon attacks. However when the mother ship resumes operations it moves more quickly about it's deadly business. Avoid the transporter beam since it spells instant death for your Needlefighter.

METEOROIDS

Unpredictable meteoroid showers (due to the low gravity and shallow atmospheric shell) are common. Destroying meteoroids not only saves your ship but gains points as well.

ROCKET BASES

There are rocket bases all over the surface of the planet. These rockets fire in all directions. You may destroy rocket installations by hitting them with laser cannon fire when they turn red.

LASER FIELDS OF THE STRAAK

These are vertical laser defense networks that are robot controlled. In some the laser installations are stationary while other installations are mobile and track your Needlefighter.

DRAGONMAW (the Volcano of Death)

The volcano is due to erupt at any time. Be very careful to evacuate the City of New Hope before it is too late. Also, be very careful of the explosions that occur occasionally during the game.

THE VERDANN FORTRESS

The Verdann Fortress is located below the horizontal red bar past the Laser Fields of the Straak. The armaments are carefully cloaked in invisibility shields until after the eruption of Dragonmaw. At this time the red energy shields are dropped and the Verdann Fortress and its armaments become visible.

Below the rocket protected walls of the Fortress is the escape chute into which you must place the survivors from the City of New Hope, in order for them to reach safety.

NEEDLEFIGHTERS:

These are your ultimate weapon. They are fast and powerful, but remember you are in a hostile world fighting against a very powerful enemy and a hostile environment.

You can refuel your Needlefighter by docking at the refueling pod from where your Needlefighter was originally launched. The alignment of the fighter and pod is critical. If it is not exact you may crash.

OPTIONS:

There are six skill levels of play. You may select these by pressing the [SELECT] key. The level is displayed in the control window.

You may choose either 3 or 5 ships by pressing [OPTION].

Pressing the space bar during play will pause the game.

COMMAND RATINGS:

At the end of each game your Command Rating will be displayed. These ratings are based on skill and timing.

PLAYING TIPS:

There is no substitute for experience. However, the following may be helpful.

1. Observe the firing sequences of the missile and laser installations, and react accordingly.
2. The area next to the refueling pod is a haven for your Needlefighter. Remember however, while you are hanging out there your cities are being decimated.
3. Do not attack your computer when frustrated. It had nothing to do with designing this game.

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PROTECTOR II

***Six levels of lightning-fast machine language play
Requires Atari 800 or 400 with 32K and joysticks***

You are the last hope! The alien Slimehordes of Fraxullus are attacking your cities. One by one, the inhabitants are being exterminated by the invincible Fraxullan mother ship. It moves relentlessly, drawing up the helpless natives and fiendishly carrying them to Dragonmaw, the sulferous volcano of death, and then incinerating them. And you are the sole PROTECTOR!

This senseless killing must stop! You must save these innocent victims from their gruesome destiny. After you launch your Omicron Needlefighter from your base deep inside the Xlarr defense post, and fly through the booby trapped Laser Caves of Fear, you must transport your people, over the mountains, to the City of New Hope.

The aliens and fate conspire against you at every turn. The Fraxullan mother ship launches Xytonic Pulse-Trackers to destroy you, meteor showers rain from the heavens, and Dragonmaw threatens to erupt at any moment . . . Every second is precious! And you know that the survivors will not be safe for long, even in the City of New Hope. The Volcano will inevitably explode.

Painstakingly, every man, woman, and child must be flown past the Laser Fields of the Strakk and into the mighty Verdann Fortress. It is here that you must pass through the ultimate test. Your mouth is dry, and the sweat trickles down your face, as you strain against the impossible odds. There is no time to think, only to do! It has fallen on your shoulders, you are the last hope. You are the PROTECTOR!

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